



## Special Olympics Ohio

### Equestrian Manual (Rev 5/2024)

The Official Special Olympics Sports Rules for Equestrian shall govern all Special Olympics Ohio competitions. As an international sports program, Special Olympics Ohio has created this manual based upon the Federation Equestre Internationale (FEI) rules for equestrian found at <http://www.fei.org>, and the Officials Special Olympics Sport Rules. FEI or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Equestrian or Article I. In such cases, the Official Special Olympics Sports Rules for Equestrian shall apply.

#### OFFICIAL EVENTS

The Special Olympics Ohio State Equestrian competition takes place in the fall of each year. Riders are limited to a maximum of 2 classes each.

The range of events is intended to offer competition opportunities for athletes of all abilities. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest. Coaches are responsible for ensuring that riders are placed in SAFE divisions and paired with a safe horse. The following is a list of the official events that Special Olympics Ohio offers at the State Competition.

1. English Style Events
  - a. Showmanship @ Bridle
  - b. Dressage
  - c. English Equitation
  - d. Equitation Jumping
  - e. Working Trails
2. Western Style Events
  - a. Showmanship @ Halter
  - b. Barrel Racing
  - c. Working Trails
  - d. Western Stock Seat Equitation

#### RULES OF COMPETITION

1. All riders must have had at least 10 riding training sessions within the six months prior to competition.
2. Entries must be received by the event management on or before the entry deadline. No post entries will be allowed.
3. No dogs will be permitted on the show grounds, except Seeing Eye dogs or assistance dogs.
4. There will be a safety inspection of tack and equipment before riders enter the arena.
5. In cases of broken equipment or loss of a shoe during competition, the rider may continue or be excused from the ring at the request of his/her coach.
6. Attendants are not allowed in the competition ring except at the request of the judge(s), when specified in the event requirements, or when an accommodation has been approved along with registration.
7. Sidewalkers & Leaders must be dressed appropriately for the show arena. No gym shoes, shorts,

#### Special Olympics Ohio

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capris or tank tops.

8. Outside assistance (rail side coaching) will be penalized at the judge's discretion. Electronic communication devices used for the purpose of communicating between riders and individuals outside the ring are prohibited. Electronic communication devices are only permitted in the instance of sight impaired riders, in which case the assistant may only communicate general directional cues for safety and steering. This accommodation must be requested during the registration process.
9. Cue cards may be used for hearing impaired athletes. In order for the cues to be universal, they should be designated as follows: 1=Walk, 2=Sitting Trot/Jog, 3=Posting Trot, 4=Canter/Lope, 0=Reverse, Universal Stop Sign=Halt. Commands are given by a coach or a person authorized by a coach.
10. Special Olympics Ohio will not provide horses.
11. Event director and/or host facilities may require equine health certificate and/or proof of a negative Coggins test for horses brought onto competition grounds.
12. Riders must work with the same horse for all classes. Each horse is limited to 6 appearances for the entire competition.
13. Riders in the same division and style (English/Western) cannot be assigned the same horse.
14. Change of horse is only allowed for safety reasons or if a horse is sick or unsound, and at the discretion of the event director.
15. Unsoundness does not penalize a competitor unless it is sufficiently severe to impair the required performance. In such cases, the imposition of a penalty is at the judge's discretion.
16. In case of a protest, the event director will consult the judge(s), and/or the sports director. Their decision will be final.
17. Horses being used in supported classes cannot have chain shanks or lead lines attached to bits.
18. All supported riders must be on lead while in the show arena.
19. Horses with a tendency to kick must have a RED RIBBON in their tail. If the horse is deemed unruly or unsafe, they may be disqualified at the judge's discretion for safety reasons.

### **INCLEMENT WEATHER**

In the event that the weather during an outdoor competition does not cooperate, we may need to delay the continuation of events until the weather improves. We will follow the guidelines set forth by the Ohio High School Athletic Association for outdoor sports. Thunder or lightning will result in a 30-minute delay, which will reset from the latest occurrence. When available and confirmed, we will continue to monitor the activity utilizing an advanced weather tracking system. The games management committee will make any call to delay, should this occur, and notify Venue Managers and/or officials, who will in turn notify those present.

### **ATTIRE**

1. Clothing must be workmanlike and neat.
2. Boots
  - a. All riders must wear heeled boots.
  - b. Riders who must wear other footwear as the result of a physical disability must have a physician's statement submitted with their Rider Profile.
  - c. English tack style riders must use Peacock safety stirrups, S-shaped stirrups or Devonshire boots
  - d. Western tack style riders must use Peacock safety stirrups, S-shaped stirrups or Tapadero covers on stirrups.
  - e. \*All athletes/coaches are responsible for providing safety stirrups per discipline.
3. Helmets: All riders must wear protective SEI-ASTM or BHS approved helmets with full chin harness which must be fastened at all times when the riders are working around horses.
4. Number: Competitors must wear their assigned number prominently displayed on their backs during competition, practice at the competition and while in the competition "holding area" (stage).
5. During practice, athletes must adhere to the helmet, boots and long pants rule, but may wear short-sleeved shirts without riding coats.
6. All long-haired riders should have their hair secured at the base of the head with an elastic band, braid or clip.



7. Appropriate English and Western show attire is preferred at all levels. When that is not possible, the following is acceptable:
  - a. Blue jeans and a collared shirt for Western riders
  - b. Khakis pants and a solid color, collared shirt for English riders
8. Riders are not permitted to wear t-shirts or articles of clothing with advertising.
9. Athletes/riders may wear shirts with your program name on them - this is not considered advertising.

## **TACK**

1. Saddles must fit the horse and the style of competition.
2. Appropriate equipment may be supplied by the event management only in cases where horses are being provided. Horses are not provided by event facility unless prior application approved by event director.
3. Bridles must be appropriate to the class entered and meet the rule requirements. In International, National and Chapter competition, it is mandatory to have the bits dropped and inspected on all horses prior to competition.
4. Halters are required for all supported classes. A lead line must be attached to the halter and not to the bridle. The halter may be over or under the bridle as long as it doesn't interfere with the use of the bit or the reins.
5. Halter-Bridle combinations are accepted for all classes provided they fit the horse correctly and meet bit regulations
6. Adaptive equipment must be declared on the Rider Profile. Note: Riders may in no way be attached to the horse or saddle.
7. Prohibited Tack and Equipment (applies to warm-up as well as competition):
  - a. Bearing, side or running reins.
  - b. Seat covers—If an athlete needs a seat cover, it must be explained on the Rider Profile.
  - c. Boots and bandages, except where specifically approved as appropriate for a class. Boots may be used only if the horse is always ridden with boots and the owner insists on them.
  - d. Blinders
  - e. Nose covers, muzzles
8. For guidelines about tack appropriate for different riding styles, refer to the English and Western sections of the rulebook.

## **JUDGING**

1. The following points (where appropriate) have equal consideration in judging all classes:
  - a. Rider's balance
  - b. Rider's seat
  - c. Use of aids
  - d. Ability to follow directions, ring etiquette and safety.
  - e. Sportsmanlike conduct
2. Results as shown by the performance of the horse are not to be considered more important than the method used in obtaining them.
3. Unauthorized assistance from horse handlers and side walkers will result in penalties.
  - a. Side walkers may not give verbal commands or extra physical prompting, except in case of emergency.
  - b. Special consideration will be given to riders with visual or auditory impairments or severe physical disability.
  - c. Coaches may not act as horse handlers, side walkers or spotters for their own athlete anytime while that athlete is being judged.



4. For guidelines about judging specific events, refer to the English and Western sections of the rulebook.

## DIVISIONING

1. According to the Special Olympics Sports Rules, divisions should consist of 3-8 riders.
2. Definitions:
  - a. Support (S)—Rider needs the physical support of one or two side walkers and/or the presence of a leader. Any help in the arena is considered “supported.”
  - b. Independent (I)—Independent riders may not be helped while competing.
3. Division Levels:
  - a. A Level: Walk, Trot/Jog, Canter/Lope. Independent only. Rider is expected to compete with no modifications to NGB rules. Can perform any class requirements
  - b. B Level: Walk, Trot/Jog
    - i. BI—Independent, can perform any class requirements.
    - ii. BS—Supported, can physically perform any class requirements.
  - c. C Level: Riders will ride at the walk only.
    - i. CI—Independent.
    - ii. CS—Supported
  - d. Rider’s Division Level

Event	English/Western	CS	CI	BS	BI	A
Dressage	English	Yes*	Yes	Yes*	Yes	Yes
Showmanship at Halter/Bridle	Both	Yes*	Yes	Yes*	Yes	Yes
English Equitation	English	Yes	Yes	Yes	Yes	Yes
Western Stock Seat Equitation	Western	Yes	Yes	Yes	Yes	Yes
Equitation Jumping	English	Yes*	Yes	Yes*	Yes	Yes
Barrel Racing	Western	Yes	Yes	Yes	Yes	Yes
Working Trails	English	Yes	Yes	Yes	Yes	Yes
Working Trails	Western	Yes	Yes	Yes	Yes	Yes

\* denotes event not offered at SO National & International Competitions

## ENGLISH STYLE EVENTS

### Glossary

1. “On the bit”—A horse which is “on the bit” (on the aids) accepts a light contact of the rein with no resistance and is yielding in the jaw and poll to the rider’s hand, accepting the aids to move forward into the rein. A horse which is “on the bit” moves with a supple back, shows no resistance in transitions and remains submissive to the rider.
2. Transitions are changes of pace and speed. They should be quickly made yet must be smooth and not abrupt. The horse should remain light in hand, calm and maintain a correct position.
3. Halt—At the halt the horse should stand attentive, motionless and straight, with this weight evenly distributed over all four legs. This is recognized by the pairs of legs being abreast of each other.
4. Diagonals—In the posting trot, the rider should rise as the outside front leg moves forward and sit as the inside front leg moves forward.
5. Change of Lead—In the canter, the inside foreleg should be the leg that appears to be leading the stride. When a rider changes directions, the horse must change the leading leg, or change leads, in one of the following ways:



- a. Interrupted is a change whereby the horse is brought to the halt, then immediately asked to canter on the new lead.
  - b. Simple is a change whereby the horse is brought to a walk or trot, and then asked to canter on the opposite lead. There should be no more than 3-4 walk or trot strides.
  - c. Flying is a change whereby the horse changes leads during a canter stride. The front and hind legs should change simultaneously.
6. Reverse—A reverse is a change of direction and should be done in the direction away from the rail.
- a. On a change of direction, the horse should adjust the bend of its body to the curvature of the new line of travel
  - b. The horse should remain supple, following the aids of the rider without changes in pace, rhythm or speed.
  - c. In the posting trot, the rider should change diagonals.
  - d. In the canter, the horse should change leads.

### ***Attire***

1. A short, dark colored riding coat.
2. A conservative color, preferably white, riding shirt or Oxford style long or short-sleeved shirt.
3. Tie or choker.
4. Breeches or jodhpurs.
5. Gloves are optional.
6. In case of inclement weather, athletes will be permitted to wear a hat cover and a conservative raincoat.
7. In extreme heat (above 80 degrees), the judges may permit athletes to show without riding coats.
8. Boots with heels.
9. Approved helmet.

### ***Tack***

1. An English saddle of any type is required.
2. One whip no longer than 1 meter (3 feet 3 1/2 inches), including the lash, may be carried. Whips may only be used with permission of the horse owner who must state that the horse is used to the use of a whip. If a rider has poor leg power he must be allocated a free moving horse or one that is used to the whip.

### ***Stirrups***

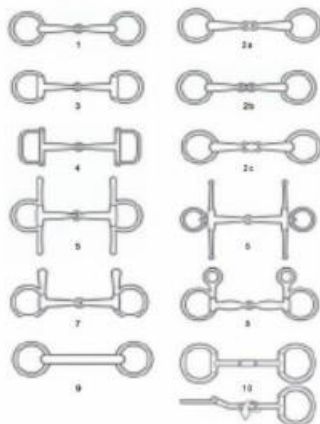
1. Safety stirrups are required (Peacock, S-Shaped or Devonshire Boots).
2. Riders must bring their own safety stirrups and leathers to the competition, unless the event management decides otherwise and specifies that in the Entry information or Coaches Handbook prior to the competition.

### ***Bridles***

1. A regular cavesson, a dropped, crossed or a flash noseband is mandatory.
2. A snaffle bit is required.
3. All bits must be smooth and solid.



4. All parts of the bit coming into the horse's mouth (i.e. mouthpiece) may be made of 2 or more metals or material



**Various Snaffle Bits:**

1. Loose ring snaffle
2. (a,b,c) Snaffle with jointed mouthpiece where middle piece should be rounded
3. Egg-butt snaffle
4. Racing snaffle D-ring
5. Egg-butt snaffle with cheeks (fulmer)
6. Loose ring snaffle with cheeks
7. Snaffle with upper cheeks only
8. Hanging cheek snaffle
9. Straight bar snaffle
10. Snaffle with rotating mouthpiece

**Rider's Position**

1. The rider should have a workmanlike appearance. The seat and hands should be light and supple. The rider should convey the impression that he/she is in control should any emergency arise.
2. Basic Position:
  - a. Eyes Up
  - b. Shoulder Back
  - c. Upper body straight, but not stiff or hollow backed
  - d. Toes at an angle best suited to the rider's conformation
  - e. Heels down
  - f. Calf and leg in contact with the horse and slightly behind the girth
  - g. Stirrup on the ball of the foot (must not be tied to the girth)
3. Hand position
  - a. The hands should be slightly apart, over and in front of the horse's withers, with the knuckles 30 degrees inside the vertical and making a straight line from the horse's mouth to the rider's elbow.
  - b. The method of holding the reins is optional and the excess length of reins may fall on either side.
  - c. All reins must be picked up at the same time.
4. Position in Motion:
  - a. At the walk, sitting trot and canter, the body should be a couple of degrees in front of or on the vertical.
  - b. During posting trot, the body should be inclined forward or on the vertical.
  - c. For galloping and jumping, the body should be inclined forward or on the vertical.



## Dressage



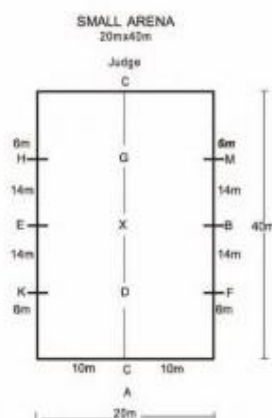
Event	CS	CI	BS	BI	A
Dressage	Yes*	Yes	Yes*	Yes	Yes

### General Information

1. The object of dressage is the harmonious development of the physique and ability of the horse. As a result of the communication with and understanding of the rider, the horse is not only calm, supple and balanced, but also confident, attentive and keen. The horse thus gives the impression of doing of his own accord what is required of him. Confident and attentive, he submits generously to the control of the rider.
2. During the entire dressage test, the rider should strive to keep the horse “on the bit,” a skill which is the result of consistent and continuous work between the horse and rider. In competitions where riders are competing on borrowed horses reasonable contact is sufficient.

### Facilities and Set Up

1. The arena should be on as level ground as possible and should measure 40 meters by 20 meters. These measurements are for the interior of the enclosure.
2. The enclosure itself should consist of a low fence about .30 meters (12") high. The part of the fence at the letter A should be easy to remove to let the competitors in and out of the arena. The letter A should be placed at least 5 meters away from the arena.
3. The letters should be placed outside the arena, about .50 meters from the fence.
4. All letters should be clearly marked and large enough to see from a distance.
5. It is permissible to decorate the arena with flowers and greenery, as long as the decorations are not distracting to the horses.
6. Location of the judges
  - a. Ideally, there will be two judges—one at the letter C and one at either B or E.
  - b. If there is only one judge, he/she should be placed 5 meters from the end of the arena at C.
  - c. A separate enclosure should be provided for each judge. To give the judge a good view of the arena, the enclosure should be raised at least 0.50 meters above the ground.
  - d. Small Arena Diagram





## Judging

1. The mark for each movement in the dressage test should first establish the fact of whether the movement is performed either insufficiently (4 or below) or sufficiently (5 or above).
2. Accuracy (moderate) should be a factor only if inaccuracy avoids the difficulty of the movement.
3. A movement which must be carried out at a certain point in the arena should be performed at the moment when the competitor's body is at that point.
4. If a problem appears once, it may be treated lightly by the judge. Repeated occurrences should be penalized more severely.
5. In the case of a fall of the horse and/or rider, the athlete will not be eliminated. He/she will be penalized by the effect of the fall on the execution of the movement being performed, as well as in the Collective Marks.
6. If, during the test, the horse leaves the arena (all four feet outside the fence or line marking the arena perimeter), the rider is eliminated, but may, at the judge's discretion, complete the test.
7. An athlete leaving the arena at the end of the ride in any way other than prescribed in the test will be penalized by an error.
8. The judge may stop a test and/or allow an athlete to restart from the beginning or from any appropriate point in the test if some unusual circumstance has occurred to interrupt the test.
9. When the entry bell or whistle sounds, the rider has 90 seconds to enter the arena. Failure to do so will result in the rider being eliminated.
10. No rider can be required to ride prior to their scheduled time without 1-2 hours notice.
11. All movements and certain transitions from one to another which have to be marked by the judge(s) are numbered on the judges sheets. Each movement will receive a score from 0 to 10. The lowest mark is 0 and is given to a movement that is "not executed", which means that practically nothing of the required movement has been performed. Ten represents the highest mark.
12. The scale of marks is as follows:

10	Excellent	6	Satisfactory	2	Bad
9	Very Good	5	Sufficiently	1	Very Bad
8	Good	4	Insufficiently	0	Not Executed
7	Fairly Good	3	Fairly Bad		

13. The Collective Marks as well as certain difficult and/or frequently repeated movements are given a coefficient, which means they are multiplied by the coefficient number. Coefficients are noted on the judges sheets.
14. Collective marks are awarded after the athlete has finished his/her performance in the following categories:
  - a. Rider's balance and position.
  - b. Equestrian feel and skill, the effectiveness of the aids.
  - c. The confidence of the rider and keeping the activity of the horse.
  - d. Rider's ability to influence the direction of the horse and the accuracy.
15. After each performance, when the judge has completed the Collective Marks, the judges
16. sheets pass into the hands of the scorers, who tabulate the score in the following manner:
  - a. The marks are multiplied by the corresponding coefficients, where applicable, and then totaled.
  - b. Penalty points incurred for errors in the execution of the tests are then deducted on each judge's sheet.
  - c. The score for the classification is obtained by adding the total points.





- d. With more than one judge, the sum total classifies.
- e. If there are two or more judges, the points awarded by each judge will be published separately, in addition to the total score.
- f. In all competitions, the winner is the athlete having the highest total of points; the second winner is the athlete with the next highest total of points, and so on.
- g. If two athletes have an equal number of total points, the athlete with the highest marks under the Collective Marks shall be declared the winner.
- h. When the scores in the Collective Marks also tie, the judge may be required to review the score sheets and either declare a winner or decide to maintain the tie.

## Gaits

### 1. Halt

- a. At the halt, the horse's neck should be raised, the poll high, and the head slightly in front of the vertical.
- b. While remaining "on the bit" and maintaining a light and soft contact with the rider's hands, the horse may quietly chomp the bit and should be ready to move off at the slightest indication of the rider.

### 2. Walk

- a. **Working:** A regular and unconstrained walk in which the horse is energetic but calm, moving with even, determined steps, showing four distinctly marked, evenly spaced beats. The hind feet should step forward into the prints of the fore feet. The rider should maintain a light, steady contact with the horse's mouth.
- b. **Medium:** A free, regular, unconstrained walk of moderate extension, with even, determined steps. The hind feet should touch the ground in front of the footprints of the fore feet. The rider should maintain a light, steady contact with the horse's mouth.
- c. **Free:** A pace of relaxation in which the horse is allowed complete freedom to lower and stretch out his head and neck.

### 3. Trot: The following trots are recognized:

- a. **Working:** This is a pace in which the horse moves in proper balance and, remaining "on the bit," goes forward with even, elastic steps and good hock action. The expression "good hock action" does not mean that collection is required. It only underlines the importance of impulsion originating from activity of the hindquarters.
- b. **Medium:** The horse goes forward in a more "round" frame, with free and moderately extended steps and obvious impulsion from the hindquarters. While keeping the horse "on the bit," the rider allows the head carriage to be a little more in front of the vertical, with a slight lowering of the head and lengthening of the neck at the same time. The rhythm should be as even as possible and the whole movement balanced and freely forward.

### 4. Canter: The following canters are recognized:

- a. **Working:** This is a pace in which a horse moves in proper balance and, remaining "on the bit," goes forward with even, light and cadenced strides and push from the hindquarters. This underlines the importance of impulsion originating from the activity of the hindquarters.
- b. **Medium:** The horse goes forward with free, balanced and moderately extended strides, and obvious impulsion from the hindquarters. While keeping the horse "on the bit," the rider allows the head carriage to be a little more in front of the vertical, with a slight lowering of the head and lengthening of the neck.



## Position and Aids of the Rider

1. All movements should be executed without apparent effort of the rider.
2. The athlete should be well balanced and the legs should be steady.
3. The upper body should be easy, free and erect.
4. The hands should be low and close together without, however, touching each other or the horse. The thumb will be the highest point.
5. The elbows and arms should be close to the body, enabling the rider to follow the movement of the horse smoothly and freely, as well as to apply his/her aids imperceptibly.
6. Riding with both hands is obligatory.

## Execution of Dressage Tests

### 1. Calling Tests

- a. All Special Olympics Dressage tests may be called/read.
- b. If a test is to be called, it is the responsibility of the coach to arrange for a person to read the test. At the World Games, the coach may read the test in the athlete's native language.
- c. Lateness in calling the movements and errors in the reading of the test will not relieve the rider from error penalties.
- d. Calling the test is limited to reading the movement as it is written only once. Repeating movements by the caller will constitute unauthorized assistance.
- e. Calling except for safety reasons, unauthorized assistance by the person calling the test or anyone else is prohibited and is cause for penalty and/or elimination.

### 2. Salute

- a. At the salute, the rider must take the reins in one hand, let the other arm drop loosely along the body, and then incline the head in a slight bow.

### 3. Voice

- a. The use of the voice in any way whatsoever, including clucking of the tongue once or repeatedly, is a serious fault and will involve a deduction of at least 1-2 marks for the movement where this occurred.

### 4. Errors

- a. When an athlete makes an "error of the course" (e.g. takes the wrong turn, omits a movement, etc.) the judge warns the athlete by sounding the bell or blowing the whistle. The judge shows the athlete, if necessary, the point at which the test is to be taken up again and the next movement to be executed. The judge then leaves the athlete to continue unassisted.
- b. In some cases, when the athlete makes an "error of the course." The sounding of the bell might unnecessarily impede the fluency of the performance. In these instances, it is at the judge's discretion whether to sound the bell or not.
- c. In Special Olympics tests, every "error of the course," whether the bell is sounded or not, must be penalized in the following manner:
  - i. The first time by 1 point
  - ii. The second time by 2 points
  - iii. The third time by 4 points
  - iv. The fourth time by Elimination, although the athlete may continue his/her performance to the end.
- d. When an athlete makes an "error of the test" (e.g. does not take the reins in one hand at the salute, etc.) he/she must be penalized as for an "error of the course." The same applies for a rider leaving the arena at the end of his/her performance in a way other than prescribed in the test.



- e. If the judge has not noted an error, the athlete has the benefit of the doubt.
- f. The penalty points are deducted on each judge's sheet from the total points earned by the athlete.

#### Dressage Tests

1. All trot movements in dressage may be ridden sitting or rising, as the competitor wishes.
2. A period of not less than five minutes should be allowed for the completion of each test.
3. The following dressage tests are used for Special Olympics events. These forms may be used as judges score sheets.
4. CS division athletes will use the CI division dressage tests and the BS athletes will use the BI division dressage tests.



**LEVEL A TEST 1 (WALK-TROT-CANTER)**

No. \_\_\_\_\_ Name of Rider \_\_\_\_\_ Name of Horse \_\_\_\_\_

Scale of marks  
 10 excellent  
 9 very good  
 8 good  
 7 fairly good  
 6 satisfactory

5 sufficient  
 4 insufficient  
 3 fairly bad  
 2 bad  
 1 very bad  
 0 not executed

Errors of course : first error -1  
 second error -2  
 third error -4  
 fourth error elimination

TEST	DIRECTIVE IDEAS	MARK	REMARK
1. A X	Enter working walk Halt through medium walk. Salute. Proceed at working trot		
2. C	Track left		
3. E  E	Circle left 20m, develop canter in first quarter of circle, canter half circle transition to trot before E Straight ahead		
4. Between K and A	Medium walk		
5. F-E	Free walk		
6. E-H	Medium walk		
7. Between H&C	Working trot		
8. B  B	Circle right 20m. develop canter in first quarter, canter half circle, trot before B Straight ahead		
9. A X	Down center line Halt through medium walk, Salute.		

Leave arena in free walk. Exit at A

COLLECTIVE MARKS	MARK	REMARK
Rider's position, seat And balance	X2	
Rider's correct and efficient use of aids	X2	
Ability to keep horse moving forward, Calmness and overall presentation of test	X2	

Total marks available 150

Subtotal \_\_\_\_\_

Errors \_\_\_\_\_

Total marks \_\_\_\_\_

Judges signature \_\_\_\_\_

Percent \_\_\_\_\_



**Final**

**DRESSAGE LEVEL A - TEST 2 (WALK - TROT \_ CANTER)**

Competition: EQ Equestrian Dressage Level: A Bib#: \_\_\_\_\_  
 Division: \_\_\_\_\_ Horse Name: \_\_\_\_\_ Name of Rider: \_\_\_\_\_  
 Scale of marks: \_\_\_\_\_ Delegation: \_\_\_\_\_

- 10 Excellent 5 Sufficient  
 9 Very Good 4 Insufficient  
 8 Good 3 Fairly Bad  
 7 Fairly Good 2 Bad  
 6 Satisfactory 1 Very Bad  
 0 Not Executed

Errors on course: First Error -1  
 Second Error - 2  
 Third Error - 4  
 Fourth Error - Elimination

Maximum possible points: 190

TEST	DIRECTIVE IDEAS	POINTS	COEF.	TOTAL	REMARKS
1. A X C	Enter working trot, Halt through walk, Salute. Proceed working trot. Track right	Straightness on centerline, Square halt and immobility at halt. Balance in transitions			
2. B	Circle right 20 meters	Size and shape of circle			
3. Between B & F	Canter	Transitions			
4. A	Circle right 20 meters at canter	Size and shape of circle Balance of rider			
5. A-K K-X-M	Between A & K trot Change rein at trot	Transitions			
6. M-C-H-E	Working trot	Energy in trot			
7. E	Circle left 20 meters	Size and shape of circle			
8. Between E & K	Canter	Correct lead and transition			
9. A	Circle left 20 meters	Size and shape of circle			
10. Between A & F Between F & B	Trot Develop medium walk	Transition			
11. B & H H	B to H free walk, H medium walk	Energy in walk allowing freedom to stretch neck			
12. C-M-B-F	Trot	Transition			
13. F & A X	Walk down center Halt and salute	Straightness, square halt and immobility			

Leave arena at walk Exit at A

**COLLECTIVE MARKS:**

Riders position, seat and balance	X2		
Riders correct and efficient use of aids	X2		
Ability to keep horse moving forward, calmness and overall presentation of test	X2		

Further Remarks:

SUBTOTAL: \_\_\_\_\_ ERRORS: \_\_\_\_\_ TOTAL POINTS: \_\_\_\_\_ PERCENT: \_\_\_\_\_

Judges Signature: \_\_\_\_\_

Revision Date: September 2016



**LEVEL BI TEST 1 (WALK - TROT)**

NO. \_\_\_\_\_ Name of Rider \_\_\_\_\_ Name of horse \_\_\_\_\_

Scale of marks	5 sufficient	Errors of course: first error	-1
10 excellent	4 insufficient	second error	- 2
9 very good	3 fairly bad	third error	-4
8 good	2 bad	fourth error	elimination
7 fairly good	1 very bad		
6 satisfactory	0 not executed		

	TEST	DIRECTIVE IDEAS	MARK	REMARKS
1. A X XC  C CM	Enter working trot Halt, salute Proceed medium walk  Turn right Trot	Straightness Square halt , immobility Transitions  Bend and balance in transition		
2. M X K	Working trot	Straightness on diagonal		
3. A	Circle left 20m.	Shape and size of circle.		
4. AF FB	Working trot Transition to walk	Smoothness of transitions		
5. B X XE E	Turn left Halt 5 count Proceed in working walk Turn right	Bend on turn Immobility at halt		
6. H C	Working trot Circle right 20m	Shape and size of circle		
7. M F	Free walk	Freedom to stretch head and neck		
8. FA A X	Working walk Center line Halt, salute	Straightness on centreline. Square halt.		

Leave arena at free walk. Exit at A

COLLECTIVE MARKS	MARK	REMARKS
Rider's position, seat and balance	X2	
Rider's correct and efficient use of aids	X2	
Ability to keep horse moving forward. Calmness and overall presentation of test	X2	

Total marks available 140

Subtotal \_\_\_\_\_

Errors \_\_\_\_\_

Total marks \_\_\_\_\_

Judge's signature \_\_\_\_\_

Percentage \_\_\_\_\_



**LEVEL BI TEST 2 (WALK – TROT)**

No. \_\_\_\_\_ Name of Rider \_\_\_\_\_ Name of Horse \_\_\_\_\_

Scale of marks	5 sufficient	Errors of course:	first error -1
10 excellent	4 insufficient		second error -2
9 very good	3 fairly bad		third error -4
8 good	2 bad		fourth error – elimination
7 fairly good	1 very bad		
6 satisfactory	0 not executed		

	TEST	DIRECTIVE IDEAS	MARK	REMARK
1.	A X	Enter working trot Halt, salute, proceed in working trot	Straight on centreline Square halt and immobility Transition	
2.	C MBFAK	Track right Working trot	Balance in turn Energy in trot	
3	KE	Transition to walk	Smoothness of transition	
4	EX XB	Half circle right 10m Half circle left 10	Bend and shape of circle	
5	Between B&M	Transition to trot	Smoothness of transition	
6	C	Circle left 20 m	Size and shape of circle	
7	Between H&E	Transition to walk	Smoothness of transition	
8	EX XB	Half circle left 10m. Half circle right 10m	Bend and shape of circle	
9	Between F&A A AK	Working trot Circle right 20m. Working trot	Transitions and shape and size of circle	
10	KXM  MC	Change rein showing 3-5 medium trot strides Working trot	Looking for medium trot strides	
11	C HXF FA	Medium walk Free walk Working walk	Energy in walk Allowing stretch of head and neck Transition	
12	A X	Down centreline Halt. salute	Straightness Square halt and immobility	

Leave arena in free walk. Exit at A

COLLECTIVE MARKS	MARK	REMARKS
Rider's position, seat and balance	X2	
Rider's correct and efficient use of aids	X2	
Ability to keep horse moving forward.	X2	
Calmness and overall presentation of test.		

Total marks available 180

Subtotal \_\_\_\_\_

Errors \_\_\_\_\_

Total marks \_\_\_\_\_

Percentage \_\_\_\_\_

Judge's signature \_\_\_\_\_



**LEVEL CI TEST 1 (WALK)**

No. \_\_\_\_\_ Name of Rider \_\_\_\_\_ Name of Horse \_\_\_\_\_

Scale of marks	5 sufficient	Errors of course: first error	-1
10 excellent	4 insufficient	second error	-2
9 very good	3 fairly bad	third error	-4
8 good	2 bad	fourth error	elimination
7 fairly good	1 very bad		
6 satisfactory	0 not executed		

TEST		DIRECTIVE IDEAS	MARK	REMARK
1.	A X	Enter walking walk Halt, Salute		
2.	C HXF	Track left Free walk		
3.	FK KH	Working walk 5m. loop		
4	HM MX X XK	Working walk Walk Halt Proceed at working walk		
5.	KF FM	Working walk 5m. loop		
6.	MCH HK KA	Working walk Free walk Working walk		
7.	A X	Down centreline Halt and salute		

Leave arena in free walk. Exit at A

COLLECTIVE MARKS	MARK	REMARK
Rider's position, seat and balance	X2	
Rider's correct and efficient use of aids	X2	
Ability to keep horse moving forward. Calmness and overall presentation of test	X2	

Total marks available 130

Subtotal \_\_\_\_\_

Errors \_\_\_\_\_

Total marks \_\_\_\_\_

Percentage \_\_\_\_\_

Judge's signature \_\_\_\_\_





**Final**  
**EQ Level CI Division C Dressage Test 2 (World Games Test)**

Competition: **EQ Equestrian Dressage**    Level: **C-I**    Bib No: \_\_\_\_\_  
 Division: \_\_\_\_\_    Name of Rider: \_\_\_\_\_  
 Horse Name: \_\_\_\_\_    Delegation: \_\_\_\_\_

Arena: Small (20m x 40m)

Maximum possible points: 140

	TEST	POINTS	REMARKS
1. A X	Enter working walk, Halt, Salute, proceed working walk		
2. C M X K	Turn Right		
3. A	Circle left 20 meters		
4. FXH X	Change rein Halt 5 seconds Proceed at working walk to H		
5. C	Circle right 20 meters		
6. MBF F	Free walk on a long rein Working walk		
7. A X	Down centerline Halt, salute		

Collective Remarks	Pts.	Coef.	Total	Remarks
Rider's balance & Position		2		
Equestrian feel & skill, the effectiveness of the aids		2		
Confidence of the rider & keeping activity of the horse		2		
Rider's ability to influence of the horse & the accuracy		1		

Further Remarks;

Subtotal: \_\_\_\_\_  
 Errors: (      )  
 Total Points: \_\_\_\_\_  
 Percentage: \_\_\_\_\_

Judges Signature: \_\_\_\_\_

## EQUITATION JUMPING



Event	CS	CI	BS	BI	A
Equitation Jumping	Yes*	Yes	Yes*	Yes	Yes

### **General Information**

Equitation jumping is the physical application of correct riding techniques while jumping a simple course of fences. It is judged over one round and no time is involved. Rider is judged on their correct approach to the fence and position over the fence.

Rider with the highest score is the winner. Facilities and set-up. Arena 30mx60m.

### **Levels of Competition**

- Walk (Levels CS & CI) – Athletes will walk a course of 4-8 ground poles, and will be judged on accuracy of the course correct approach to the jump and position over the jump. Ground pole will be set in jump cup directly on the ground.
- Walk-Trot (Levels BS & BI) - Athletes will walk/trot a course of 6-8 jumps, and be judged on accuracy of the course correct approach to the jump and position over the jump. Level BI riders will trot the entire course. Level BS riders must trot the poles, but may walk in between. NOTE - MAXIMUM HEIGHT OF JUMPS FOR LEVEL BS IS 15 cm. MAXIMUM HEIGHT FOR LEVEL BI IS 30 cm. THESE ARE FENCES, NOT GROUND POLES
- Walk-Trot-Canter (Level A) - Athletes will canter a course of 5-8 fences with a maximum height of 60 cm and be judged on accuracy of the course, jumping, and position of the rider correct approach to the jump and position over the jump.

### **Rules of competition**

- Jumping courses will not be timed.
- Whips and spurs are not allowed, except with special permission from show management, requested before the class begins.
- In Level A, when the judge blows the whistle, the athlete may ride a courtesy circle before beginning the course.
- In Level A, the athlete is allowed to ride a courtesy circle after the last fence, before leaving the arena.

### **Facilities and Set-up**

- The course should be set in a fenced arena.
- The top elements of all fences must rest in jump cups mounted on jump standards.
- Fences should be painted white or a neutral color and may be tastefully decorated with flowers, shrubs, etc.
- The minimum width between the jump standards is 3m (10'). The maximum width between the jump standards is 3.6m (12').
- Courses should include poles around the edge of the arena and on a diagonal, with a change of direction.
- The course should be posted well in advance of competition, and if possible, athletes should be allowed to school over the course.



- g. The rider with the highest score is winner as each jump is marked out of 10 with 10 being the highest score.

### **Judging**

Each fence/ground pole is marked out of 10 points. The emphasis should be on the position and effectiveness of the rider, not the quality of the horse.

a. Jumping penalties:

- |  |   |
|--|---|
| i. Knocking down obstacle (Level A)                            | 2 Faults                                      |
| ii. Knocking ground pole (Levels B,C)                          | 2 Faults                                      |
| iii. First refusal (run out)                                   | 3 Faults                                      |
| iv. Second refusal   | 3 Faults                                      |
| v. Third refusal   | Elimination (athlete may complete the course) |
| vi. Not going over center section of ground pole (Levels B, C) | Up to 10 penalty points                       |

### **Errors of position (Examples)**

- d. Loss of balance/position over fence 2 penalty points all of these are determined by judge and marked as on judges form
- e. Inability to maintain specified gait
- f. Ineffective use of the aids

## **ENGLISH EQUITATION**

Event	CS	CI	BS	BI	A
English Equitation	Yes	Yes	Yes	Yes	Yes

### **General Information**

1. English Equitation is obligatory as a preliminary test after horse matching and practicing.
2. English Equitation is also one of the optional equestrian events.
3. The judge located at the arena gives commands to the riders.
4. It is up to judge to ask for what they would like to see rider doing to enable a mark for movement.

### **Class Routines and Expectations**

1. Riders will perform the gaits appropriate for the division they are entered in.
2. Riders may be required to execute any appropriate skills (or “tests”) as determined by the judges and the event director.
3. Any or all riders may be required to execute appropriate tests included in the class requirements. Tests may be performed either collectively or individually.
4. All tests must be on the flat.
5. Judges are encouraged to call for at least three tests to be performed.
6. Riders will be judged on seat, aids and the ability to control the horse. Results as shown by the performance of the horse are not to be considered more important than the method used by the rider.
7. Competitors enter the ring at the gait called for by the judge.



- Riders will be expected to ride in both directions around the ring, either individually or as a group, as called for by the judge. In the posting trot, riders are expected to be on the correct diagonal. They will not canter as a group for safety reasons.

**English Equitation Tests—Judges may choose from the following tests: (Riders will perform the gaits appropriate for the division they are entered in.)**

- Work collectively at the walk, trot or canter.
- Transitions:
  - C Level—free walk/working walk
  - B Level—walk/trot/walk
  - A Level—trot/canter/trot or walk/canter/trot
- Halt (4-6 seconds) from the walk, trot or canter
- Small circle (10m) at the walk or trot.
- Large circle (20m) at the trot or canter
- Figure-8 at the walk or trot. (circles between 6-15m)
- Diagonal lines at the walk or trot.
- Reverse direction by a half circle (6m) at the walk or trot.
- Serpentine at the posting trot showing a change of diagonals (for A level riders).
- Change leads at the canter, demonstrating a simple or interrupted change of leads.
- Figure-8 at the canter (circles between 15-20m), demonstrating the correct lead on the circles with a simple change of lead as the rider moves from circle to circle.

## **ENGLISH WORKING TRAILS**

### **General Information**

- Trail horses are required to work over and through obstacles.
- No horse may enter the trail course area until the course and the judge are ready.
- Riders will be permitted to inspect the course on foot during the Judge's instructions prior to the start of the class.
- Course designers should keep in mind that all courses and obstacles are to be constructed with safety in mind so as to reduce the potential for accidents.
- Judges must walk the course before competition. The judges have the right/duty to alter the course in any manner or to remove or change any obstacle deemed unsafe or nonnegotiable.
- Safety of the gaits between obstacles is at the discretion of the judges.
- The course should be designed to require each horse to show all gaits appropriate to its division.
- Enough space must be provided for the horse to trot at least 10m (30') and canter at least 15m (50') for the judge to evaluate these gaits in the appropriate divisions.
- Outdoor facilities are encouraged to include natural obstacles (i.e. trees, creeks, brush, hills, ditches, etc.) in the course as long as these obstacles can be maneuvered safely and are in easy access and view of the judge.
- Conservative colored bandages and boots on the horse's legs are permitted in Trail classes only
- Required Obstacles:
  - Riders in Divisions A
    - The course should include three elements from the list of mandatory obstacles and at least three from the optional list.
    - The course should contain a minimum of six elements and a maximum of ten.
  - Riders in Divisions CI and BI



- i. The course should include three elements from the list of mandatory obstacles.
  - ii. The course should contain a minimum of five elements and a maximum of seven.
- c. Riders in Divisions CS and BS
  - i. The course should include two elements from the list of mandatory obstacles.
  - ii. The course should contain a minimum of four elements and a maximum of six.

### **Judging**

1. Each entry will be judged on the rider's ability to guide the horse through a designated course. Credit will be given to horses negotiating the obstacles correctly while responding to the rider's cues.
2. If a horse takes an excessive amount of time at an obstacle, the judge is encouraged to advance that horse to the next obstacle. Horses should be penalized for any unnecessary delay in approaching an obstacle.
  - a. Off course is defined as:
    - i. Taking an obstacle in the wrong direction or from the wrong side.
    - ii. Taking an obstacle in a manner other than described in the pattern.
    - iii. Skipping an obstacle, unless directed by the judge.
    - iv. Negotiating obstacles in the wrong sequence.
    - v. Failure of the rider to attempt an obstacle as directed by the judge.
  - b. For errors of the course, the rider will receive no score for that obstacle, but will not necessarily be eliminated from the class. Those riders having errors of the course should place below riders who follow the prescribed course.

### **English Trail Elements**

1. When designing a course for assisted riders, the course designer must remember to include adequate space for the side walkers.
2. Unacceptable Obstacles
  - a. Tires
  - b. Animals (alive or dead)
  - c. Hides
  - d. Remounting after dismounting
  - e. Jumps
  - f. Rocking, floating or moving bridges
  - g. Flames, dry ice, fire extinguishers, etc.
  - h. Logs or poles elevated in a manner that causes them to roll
3. Mandatory Obstacles
  - a. Ride over at least 4 logs or poles
    - i. Poles can be in a straight, curved or zigzag line.
    - ii. The space between poles is to be measured on the path the horse is to take:
      1. Ground poles for walk (not elevated)—spaced a minimum of 40-50cm (15-20") apart.
      2. Ground poles for walk (elevated)—spaced a minimum of 56cm (22") apart and may be elevated a maximum of 30cm (12") measured from the ground to the top of the element.
      3. Ground poles for trot (not elevated)—spaced a minimum of 90-107cm (3'-3'6") apart.
      4. Ground poles for canter (not elevated)—spaced a minimum of 2m (6-7') apart.
  - b. Serpentine obstacles at a walk, trot or canter.



## WESTERN EVENTS



### **Glossary**

1. Change of Lead—In the lope, the inside foreleg should be the leg that appears to be leading the stride. When a rider changes directions, the horse must change the leading leg, or change leads, in one of the following ways:
  - a. “Interrupted” is a change whereby the horse is brought to the halt, then immediately asked to canter on the new lead.
  - b. “Simple” is a change whereby the horse is brought to a walk or trot, and then asked to canter on the opposite lead. There should be no more than 3–4 walk or trot strides.
  - c. “Flying” is a change whereby the horse changes leads during a canter stride. The front and hind legs should change simultaneously.
2. Jog—A slow trot used in Western disciplines.
3. Lope—A slow canter used in Western disciplines.
4. Reverse—A reverse is a change of direction and should be done in the direction away from the rail.
  - a. On a change of direction, the horse should adjust the bend of its body to the curvature of the new line of travel.
  - b. The horse should remain supple, following the aids of the rider without changes in pace, rhythm or speed.
  - c. In the lope, the horse should change leads.

### **ATTIRE**

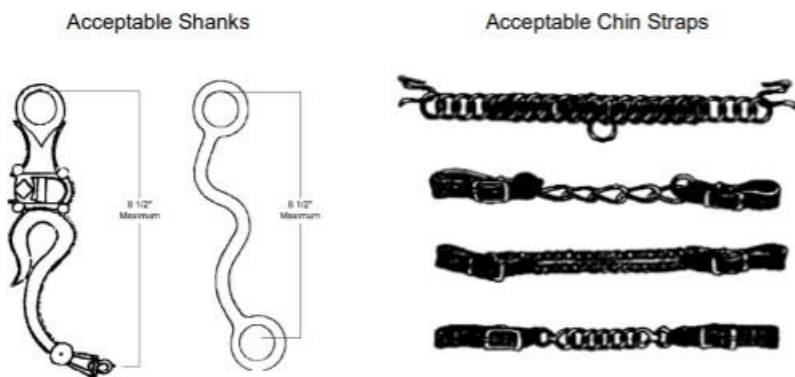
1. Long, Tidy Pants/Jeans
2. A long sleeved, collared shirt
3. A belt under loops
4. Neckties, kerchiefs, bolos, chaps and gloves are optional.
5. Chaps are prohibited in all gymkhana events and showmanship classes.
6. A western type hat worn on/over top of an approved helmet is optional.
7. Boots or shoes with a slick sole and heel are required.
8. Spurs are optional must be declared on rider profile & approved of by horse owner.

### **TACK**

1. Saddles
  - a. The saddle must fit the rider & the horse.
  - b. The saddle may be slick or swelled fork and have a high or low cantle.
  - c. Nothing that would prevent the stirrups from hanging freely may be added to or deleted from a standard Western saddle.
  - d. Safety stirrups or tapedaros are required and must be provided by the athlete, coach or horse owner.
2. Bits and Bridles
  - a. Snaffle bits, as shown on page 7 (English Tack) will be permitted.
  - b. A standard Western bit is defined as having a shank with a maximum length overall of 21cm (8 1/2"). Shanks may be fixed or loose.
  - c. The mouthpiece should consist of a metal bar 75mm (3/8") to 3cm (3/4") in diameter, varying from the straight bar to a jointed mouthpiece.



- d. Nothing may extend below the horizontal plane of the mouthpiece other than a roller attached to the center of the bit.
- e. Ports must be no higher than 3 1/2 inches.
- f. Reins must be attached to each shank.
- g. A leather chin strap or curb chain may be used, but must be at least 1cm (1/2") in width and lie flat against the jaws of the horse.
- h. Soft-nosed hackamores of the non-mechanical variety, with no chains, metal, etc. in the noseband will be permitted.



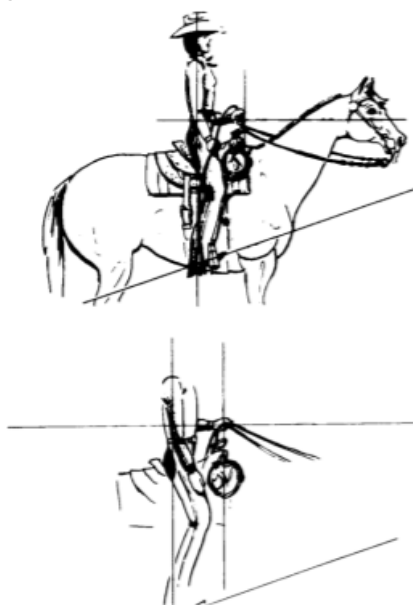
### ***Rider's Position***

1. Riders will be judged on seat, hands, performance of the horse, appointments of the horse and rider, as well as suitability of the horse to the rider.
2. Basic Position:
  - a. The body should appear comfortable, relaxed and flexible.
  - b. The rider should sit in the center of the saddle. The legs should hang so that there is a straight vertical line, from the ear, dropping down through the center of the shoulder and hip, touching the back of the heel.
  - c. The stirrup should be just short enough to allow the heels to be lower than the toes with a slight bend in the knee and the toes directly under the knee.
  - d. Feet should be placed in the stirrup with the weight on the ball of the foot. Consideration should be given to the width of the stirrups, which vary in Western saddles. If stirrups are wide, the foot may have the appearance of being "home" when, in reality, the weight is being carried properly on the ball of the foot.
  - e. Arms are held in a relaxed, easy manner with the shoulders back and down. The upper arm should be in a straight line with the body. The arm holding the reins should be bent at the elbow, forming a straight line from the elbow to the horse's mouth.
3. Hands:
  - a. Only one hand is to be used for reining, and that hand cannot be changed, with the exception of Trail, when it is permissible to change hands to work an obstacle.
  - b. The reins must be held in one hand, with the exception of horses ridden with a hackamore or snaffle bit, which requires riding with two hands on the reins.
  - c. The rein hand should be above the horn and as near to it as possible. Bracing against the horn or coiled reata is penalized.





- d. When split reins are used and the ends of the rein fall on the same side as the reining hand, one finger between the reins is permitted. When the ends of split reins are held in the hand not used for reining, no finger between the reins is permitted.
- e. When using romal reins, no finger between the reins is permitted.
- f. The position of the hand not being used for reining is optional, but the hand should be kept free of the horse and equipment and held in a relaxed manner straight with the rider's body at all times.
- g. The rider can hold the romal or the end of split reins to keep them from swinging and to adjust the length of the reins, provided they hold them at least 41cm (16") from the reining hand.
- h. Position in Motion:
  - i. The rider should sit the jog and not post. (Unless otherwise specified in division rules.)
  - ii. At the lope, the rider should be close to the saddle.
  - iii. All movements of the horse should be governed by the use of imperceptible aids. The shifting of the rider's weight is not desirable



## WESTERN STOCK SEAT EQUITATION

Event	CS	CI	BS	BI	A
Stock Seat Eq	Yes	Yes	Yes	Yes	Yes

### General Information

1. Any or all riders may be required to execute appropriate tests included in the class requirements. Tests may be performed either collectively or individually.
2. Individual patterns consisting of a combination of elements may be called for.
3. Judges are encouraged to call for at least two tests to be performed.
4. Riders will not be asked to change horses.
5. Instructions must be publicly announced. It is recommended that written pattern instructions be included in the Coaches Handbook or be posted a minimum of one hour prior to competition.



6. Class Routines and Expectations

- a. Competitors enter the ring at a walk or jog and are judged on the rail at a flat-footed four beat walk, a two beat jog and a three beat lope in accordance with the division specifications.
- b. Competitors then line up and back their horses on command.
- c. At the lope, horses are expected to be on the correct lead.

7. Stock Seat Equitation Tests—Judges may choose from the following tests:

- d. Large circle at the walk or jog
- e. Halt
- f. Reverse direction from a halt, walk, or jog
- g. Lope stops
- h. Roll back, haunch turns or spins
- i. Figure 8 at a walk or jog
- j. Figure 8 at a lope on the correct lead, demonstrating a simple, interrupted or flying change
- k. Change of leads down the center of the ring demonstrating at least 3 changes of lead

**Stock Seat Equitation Chart**

<i>Guidelines Only</i>				<i>Mandatory</i>
	<b>Good</b>	<b>Minor Faults</b>	<b>Major Faults</b>	<b>Elimination</b>
<b>Seat</b>	Keeping center of balance Complete contact with saddle Straight Back	Sitting off-center Arched back Round back Losing center of balance	Excessive body motion Popping out of saddle	At judge's discretion Fall to the ground of horse or rider
<b>Hands</b>	Quiet light hands Maintaining consistent head position	Unsteadiness Restrictions causing untrue gaits	Horse's mouth gaping Heavy hands Constant bumping	At judge's discretion Fall to the ground of horse or rider
<b>Legs</b>	Secure leg position Proper weight in stirrups Controlling motion Weight evenly on ball of foot Heels lower than toes	Uneven stirrups Motion in legs Insufficient weight in stirrups	Excessive spurring Loss of contact between legs & saddle Foot or stirrup coming in contact with fence or other riders Loss of stirrup	At judge's discretion Fall to the ground of horse or rider
<b>Control</b>	Maintaining horse in good form at consistent gaits Ability to maintain horse under adverse conditions	Breaking from walk to jog Breaking from jog to lope Not standing in line up	Breaking from jog to walk Breaking from lope to jog Allowing horse to back crooked Missing leads Interfering with another rider	At judge's discretion Fall to the ground of horse or rider
<b>Overall Appearance</b>	Suitable well-fitted outfit Well-groomed horse Clean equipment	Saddle not suitable to rider's size Unfitted outfit; Dirty boots	Unclean equipment Ungroomed horse Untrimmed horse	At judge's discretion Fall to the ground of horse or rider
<b>General</b>	Good attitude towards horse and judge	Equipment not suitable for horse Failure to use corners and rail	Excessive voice commands Excessive circling Major delays in transitions	At judge's discretion Fall to the ground of horse or rider

**WESTERN WORKING TRAILS**

Event	CS	CI	BS	BI	A
West Trail	Yes	Yes	Yes	Yes	Yes



## **General Information**

1. Course designers should keep in mind that all courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents.
2. Judges must walk the course before competition. The judges have the right/duty to alter the course in any manner or to remove or change any obstacle deemed unsafe or non-negotiable.
3. Safety of the gaits between obstacles is at the discretion of the judges.
4. Management is encouraged to design obstacles that can be safely negotiated in 90 seconds.
5. The course should be designed to require each horse to show all gaits appropriate to its division.
6. Enough space must be provided for the horse to trot at least 10m (30') and canter at least 15m (50') for the judge to evaluate these gaits in the appropriate divisions.
7. Outdoor facilities are encouraged to include natural obstacles (i.e. trees, creeks, brush, hills, ditches, etc.) in the course as long as these obstacles can be maneuvered safely and are in easy access and view of the judge.
8. Conservative colored bandages and boots on the horse's legs are permitted in Trail classes only.
9. Required Obstacles:
  - a. Riders in Divisions A
    - i. The course should include three elements from the list of mandatory obstacles and at least three from the optional list.
    - ii. The course should contain a minimum of six elements and a maximum of ten.
  - b. Riders in Divisions CI and BI
    - i. The course should include three elements from the list of mandatory obstacles.
    - ii. The course should contain a minimum of five elements and a maximum of seven.
  - c. Riders in Divisions CS and BS
    - i. The course should include two elements from the list of mandatory obstacles.
    - ii. The course should contain a minimum of four elements and a maximum of six.

## **Judging**

1. Each entry will be judged on the rider's ability to guide the horse through a designated course. Credit will be given to horses negotiating the obstacles correctly while responding to the rider's cues. If a horse takes an excessive amount of time at an obstacle, the judge is encouraged to advance that horse to the next obstacle.
2. Riders should be penalized for any unnecessary delay in approaching an obstacle.
3. Off course is defined as:
  - a. Taking an obstacle in the wrong direction or from the wrong side.
  - b. Taking an obstacle in a manner other than described in the pattern.
  - c. Skipping an obstacle, unless directed by the judge.
  - d. Negotiating obstacles in the wrong sequence.
  - e. Failure of the rider to attempt an obstacle as directed by the judge.
  - f. For errors of the course, the rider will receive no score for that obstacle, but will not necessarily be eliminated from the class. Those riders having errors of the course should place below riders who follow the prescribed course



## Western Trail Judging Guidelines

Trail	Guidelines Only			Mandatory
	Good	Minor Faults	Major Faults	Elimination
<b>Walk</b> <b>Jog/Trot</b> <b>Lope/Canter</b> (on the course)	Consistency of gait Clear transitions	Inconsistency of gait Wrong lead at lope or canter	Break of gait Failure to perform gait called for	At judges' discretion Fall to the ground of horse or rider
<b>Control Obstacles</b> Gates Back thrus Side passes Turns on forehand and hindquarters Serpentine	Smooth Good position Responsive	Slight touches Slant side passes Wide positions Slow response Backing crooked	Knock down elevated elements Stepping out of confining elements Losing gait Fussiness and extreme tension Refusals	At judges' discretion Fall to the ground of horse or rider
<b>Agility Obstacles</b> Walk overs Trot or lope Cavaletti Bridges	Attentive Careful Willing Low poll	Slight touches Too hesitant Failure to stay on center lines	Knock downs Refusals Failure to maintain gaits Off side of bridge	At judges' discretion Fall to the ground of horse or rider
<b>Calmness Obstacles</b> Plastic Brush Plants Carrying objects	Steady going Alert Careful but willing Low poll Calm when carrying objects	Tense over or thru obstacles Spooking when carrying objects	Jumping over or stampeding thru obstacles Refusals	At judges' discretion Fall to the ground of horse or rider

All horses with clean or minor faults trips will be considered before major fault horses

### Western Trail Elements

#### 1. Unacceptable Obstacles

- a. Tires
- b. Animals (alive or dead)
- c. Hides
- d. Remounting after dismounting
- e. Jumps
- f. Rocking, floating or moving bridges
- g. Flames, dry ice, fire extinguishers, etc.
- h. Logs or poles elevated in a manner that causes them to roll

#### 2. Mandatory Obstacles

- a. Passing through a gate. The gate should be approximately 1.53m (5') high and have a latch at that height.
- b. Ride over at least 4 logs or poles.
  - i. Poles can be in straight, curved or zigzag line.
  - ii. The space between poles is to be measured on the path the horse is to take:
    1. Ground poles for walk (not elevated) spaced a minimum of 40-50cm (15-20") apart.



2. Ground poles for walk (elevated) spaced a minimum of 56cm (22") apart and may be elevated a maximum of 30cm (12") measured from the ground to the top of the element.
  3. Ground poles for jog (not elevated) spaced a minimum of 90- 107cm (3'-3'6") apart.
  4. Ground poles for lope (not elevated) spaced a minimum of 2m (6-7') apart.
- iii. Backing obstacles.
1. Obstacles should be spaced a minimum of 70cm (28") apart or, if elevated, a minimum of 75cm (30") apart.
  2. Obstacle poles may be elevated no more than 60cm (24") and must be set in standard jump cups or similar type cups.
  3. Obstacles may include the following:
    - a. Walk in and back out of a straight chute (recommended for beginning athletes).
    - ii. Back through and around at least 3 markers.
    - b. Back through L,V, U, straight or similar shaped courses.

### 3. Optional Obstacles

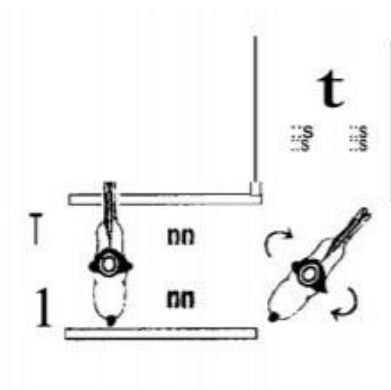
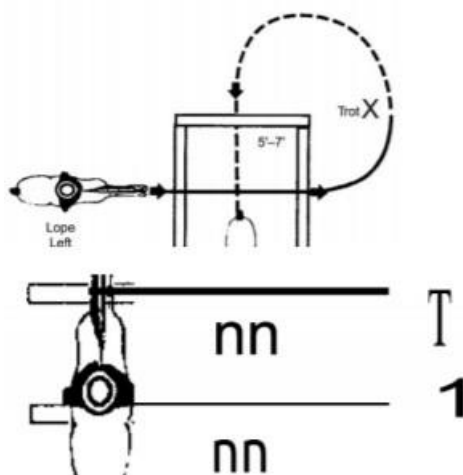
- a. Ride through serpentine obstacles at a walk, jog or lope.
  - i. Obstacles may include:
    1. Orange safety cones
    2. Stakes 2m (6'6") high, made of plastic, wood or other suitable, safe materials, set in a base constructed so as not to interfere with the horse's path
    3. Barrels or quarter drums
    4. Plants in safe tubs or planters
    5. Natural obstacles such as trees and bushes that are trimmed high enough so as not to be a safety hazard for the athletes
  - ii. Spacing should be a minimum of:
    1. 2m (6-7') for the walk
    2. 3m (9-10') for the jog
    3. 10m (33') for the lope
  - iii. When designing a course for assisted riders, the course designer must remember to include adequate space for the sidewalkers.
- b. Carry an object from one part of the arena to another. Plastic bags and metal cans should not be used.
- c. Ride over a wooden bridge.
  - i. Bridge must be sturdy.
  - ii. Bridge must be a minimum of 1m (36") wide and a minimum of 1.83m (6') long.
  - iii. Suggested ridge is a piece of 3/4" plywood laid directly on the ground. Recommended dimensions: 1.22m (4') by 2.44m (8')
- d. Put on and remove a slicker, coat, vest, etc.
- e. Remove and replace materials in a mailbox.
- f. Side pass.
  - i. Elements may be elevated a maximum of 30cm (12")
  - ii. Elements are a minimum of 1.06m (3'6") apart if all 4 hooves of the horse are within the obstacle; a minimum of 51cm (20") apart if only the front hooves are within the obstacle; or 61cm (24") if only the hind hooves are within the obstacle.
  - iii. Side pass may be through L,T,V,Z or straight paths and may include:

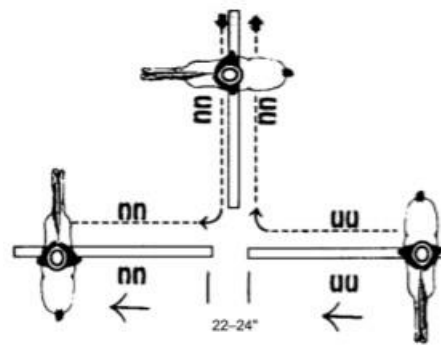
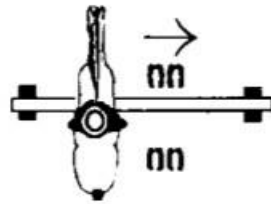
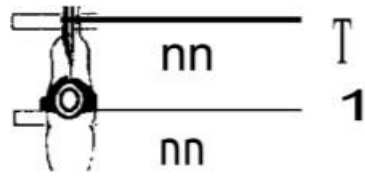


1. Haunch or forehand turns
  2. Confined space (path) for front hooves, hind hooves, or all 4 hooves
- g. Ride into a square consisting of 4 logs (rails) a minimum of 1.53m (5') long. The athlete will enter the square over a designated log, execute any maneuver as indicated and depart over a designated log.
  - h. Pass between 2 sawhorses of standard dimensions with solid ends. The sawhorses should be 1.83m (6') apart. Each sawhorse should be draped with a saddle blanket.
  - i. Ride through or under brush.
  - j. Guide horse through an L, V or Z pattern of ground poles.
  - k. Ride into or out of a ditch without lunging or jumping.
  - l. Negotiate any safe obstacle which could be encountered on trail rides. (In designing these obstacles, figure the horse's wheelbase to be 1.53m. or 5', from front hooves to back hooves). The approval of the judge is mandatory for these obstacles.
  - m. Ride through a combination of two or more obstacles.

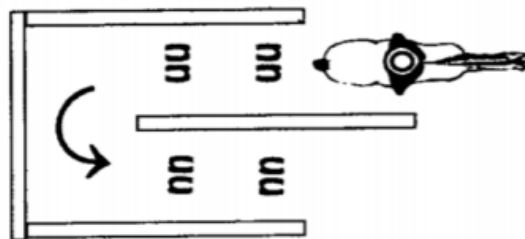
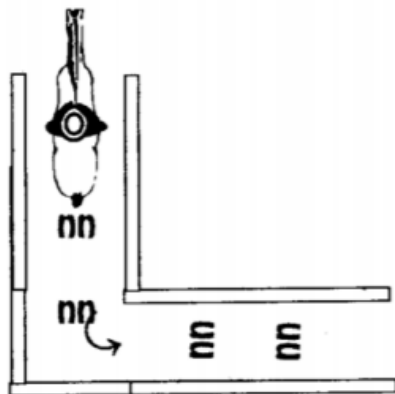
Trot-overs, Lope-overs, and Walk-over Diagram

Variations of Sidepass Diagrams (4 Diagrams)

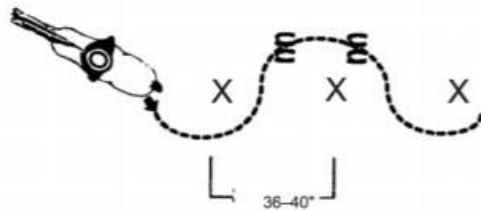
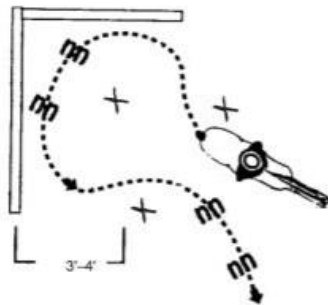
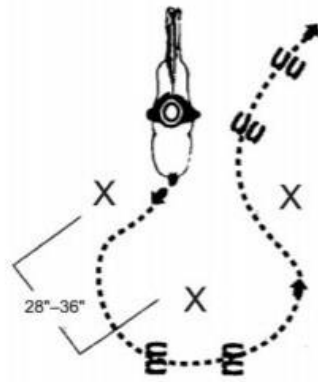




Variations of L Back Through Diagram



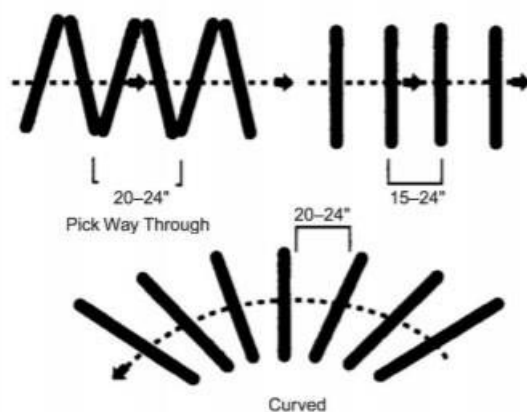
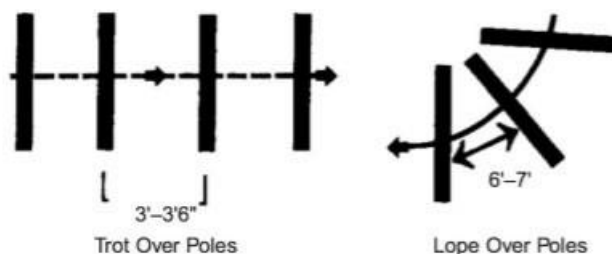
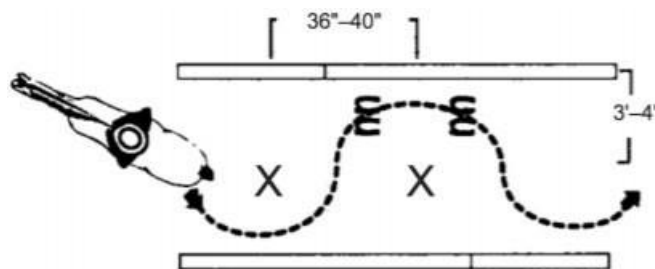
Variations of Back Through and Around Three Markers Diagrams







## Variations of Back Through and Around Three Markers Diagrams



## ENGLISH AND WESTERN EVENTS: SHOWMANSHIP

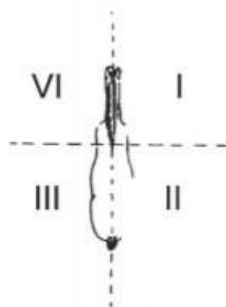
Event	CS	CI	BS	BI	A
Showmanship	Yes*	Yes	Yes*	Yes	Yes

### General Information

1. The emphasis in the Showmanship class should be on the athlete's ability to handle and show the horse, with safety as the main consideration. The horse is merely a prop to show the ability of the showman.
2. Athletes showing horses under Western Tack Style may use a halter and lead shank made of leather or nylon. Chain leads are acceptable. Western attire, including an approved safety helmet, is appropriate.



3. Athletes showing horses under English Tack Style may use a suitable English bridle or halter of either leather or nylon. (See English Equitation rules for acceptable bridles.) English attire, including an approved safety helmet, is appropriate.
4. The Quarter method of showmanship will be used. The following suggested guidelines of movement are meant to serve as an illustration of movement around the horse while showing in Showmanship classes and are for the exhibitors'/coaches' information.
  - a. Imaginary lines bisect the horse into 4 equal parts, as seen in the figure. (Note: The quadrants will be numbered I, II, III and IV for ease of identification).
    - i. One line runs across the horse just behind the withers.
    - ii. The other imaginary line runs from head to tail.
  - b. The athlete should move around the horse in the following manner:
    - i. When the judge is in I, the handler should be in IV.
    - ii. As the judge moves to II, the handler should move to I.
    - iii. When the judge moves to III, the handler moves to IV.
    - iv. As the judge moves up the horse to IV, the handler returns once more to I.
  - c. This method of showmanship is based on safety, as the handler can keep the horse's hindquarter from swinging toward the judge should the horse become fractious.
5. Show management must post individual test patterns a minimum of one hour before the class is to be held.
6. The following maneuvers are considered acceptable elements for individual test patterns:
  - a. Lead the horse at a walk or jog/trot
  - b. Back in a straight or curved line
  - c. Halt
  - d. Pivot or turn—quarter, half or full (360 degrees)
  - e. Set up square



### ***Class Routine***

1. Enter the arena in a counter clockwise direction (unless otherwise directed by the judge), leading the horse at an alert walk. Note: The horse should lead readily at the walk or trot.
2. After the class has been lined up, the judge will call on each exhibitor to move his/her horse individually. When moving the horse, be sure the judge gets a clear, unobstructed view of the horse's action.

### ***Judging***

1. Appearance of the horse and exhibitor: 20 points
  - a. Grooming of the horse
    1. Clean, well brushed hair coat (Dust and stains are objectionable).
    2. Areas which must be clean: around the eyes, ears, muzzle, nostrils, between the legs and around the tail.



3. Mane, tail, forelock and wither tufts must be clean and free of tangles. It is prohibited to use any ornaments on the aforementioned. Manes, forelocks, and wither tufts may be English or Western braided if the exhibitor so desires.
  - b. Trimming of the horse
    1. Manes may be roached, but the forelock and wither tufts must be left.
    2. The inside of the ears may be clipped.
    3. Long hair on the jaw, legs and pasterns should be clipped.
  - c. Tack
    1. Tack should be neat, clean and in good repair.
    2. Horses shown Western must be in a halter of nylon or leather.
    3. Horses shown English may be in either a bridle or halter of leather or nylon
  - d. Appearance of the exhibitor
    1. Clothes and person—neat and clean.
    2. Appropriate Western tack-style clothes.
    3. Appropriate English tack-style clothes. Jackets are optional.
2. Showing the horse in the ring: 60 points
- a. Leading: 40 points
    1. The athlete should lead from the left side of the horse with the lead shank/reins held in the right hand about
    2. 2-3cm (8-12") from the halter/bit. (Smaller athletes may need a longer hold.) The athlete should not hold the chain part of the shank. It is at the judge's discretion whether to penalize for this.
    3. The athlete should stay in position by the left side of the horse's head, "eye to eye" with the horse. The athlete should not touch the horse with his/her hands or feet.
    4. Excess lead shank/rein should be held safely and neatly in the left hand. A tightly coiled/rolled lead shank or reins wrapped around the athlete's left hand will be cause for points to be deducted from the athlete's score.
    5. A loose, flapping lead shank or rein will be considered a fault.
    6. Emphasis should be placed on the light control of the horse with a minimum of pressure on the lead shank/reins, to allow the horse to hold its head naturally. The horse should move out and continue readily, freely and quietly at the walk and jog/trot, with a minimum of urging by the athlete.
    7. It is permissible for the athlete to pass between the horse and the judge as the judge moves around the animal, but the athlete should avoid blocking the judge's view beyond the movement required to step between the horse and the judge. The athlete should step quickly and quietly to the zone where both horse and judge can be observed.
    8. All pivot turns of 90 degrees or larger should be executed to the right.
    9. It is to be remembered that the athlete is also being judged on safety. The athlete should not crowd the competitor next to him/her when positioned in a side by side line up or in front of him/her when lined up head to tail.
    10. If the judge or ringmaster requests a change in position, the athlete should first look around to see that the nearby competitors have their horses under control, then move out promptly as indicated.
  - b. Posing: 20 points



1. When posing the horse, the athlete should stand facing, but not directly in front of, the horse. The athlete should always be in a position where he/she can keep an eye on the judge.
  2. The athlete should pose the horse with his feet squarely under him, using the lead shank/reins to achieve the pose, never kicking a horse's leg into position.
  3. When the judge is observing other horses, the athlete should let his/her horse stand if it is posed reasonably well.
  4. The athlete should be natural. Over showing, undue fussing and maneuvering are objectionable.
3. Poise alertness and merits: 20 points
- a. Athlete's awareness of the position of the judge at all times.
  - b. Athlete shows the horse at all times and is not distracted by persons and things outside of the ring. He/she shows the entire time, until the class has been placed and excused from the ring.
  - c. Athlete remains attentive for any instructions from the judge or ringmaster and cooperates readily with them.
  - d. Athlete is businesslike, yet friendly and courteous, while maintaining sportsmanlike conduct towards officials and other competitors.

### **Faults**

1. Poorly groomed, trimmed horse
2. Improper position of exhibitor during inspection or while leading the horse
3. Changing of hands on lead, continuous holding of chain, lead dragging the ground
4. Failure to set the horse up squarely for inspection or taking excessive time to do so
5. Backing or leading crooked
6. Maneuvers not performed at designated markers
7. Touching the horse
8. Severe disobedience

### **BARREL RACING**

Event	CS	CI	BS	BI	A
Barrel Racing	Yes	Yes	Yes	Yes	Yes

### **General Information**

1. Tack
  - a. Saddles and bridles as required in Equitation classes.
  - b. Prohibited equipment:
    - i. Lariat or reata
    - ii. Mechanical Hackamores
    - iii. Tie-downs
    - iv. Draw reins
    - v. Bosals



- vi. Wire, metal or rawhide device as part of leather chin strap
- vii. Shoes other than standard horse shoes

## 2. Execution

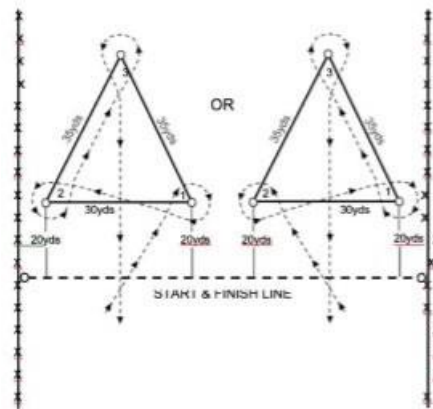
- a. All events are timed. The winner will be the competitor with the fastest time.
- b. Riders are required to start the course inside an enclosed ring and may not start until after all gates are closed and secured. Gates may not be opened until the rider has completed the course and returned to a walk or halt.
- c. Each athlete will begin from a running start. Time begins as the horse's nose crosses the starting line.
- d. Time is complete when the horse's nose crosses the finish line.
- e. A 5 second penalty will be added to the time for each of the following:
  - i. Knocking over a pole or barrel. (An athlete is allowed to touch a pole or barrel with his/her hand with no penalty as long as the pole or barrel stays upright.)
  - ii. Each 3 strides over the allotted gait for that division.
  - iii. Assistance given on direction or pace by side-walkers or leaders in Assisted classes (5 seconds per instance).
- f. A disqualification will be assessed for the following:
  - i. Failure to follow the course.
  - ii. Failure to cross the start/finish line between markers.
  - iii. Failure to have the chin strap on the athlete's helmet properly fastened for the entire time he/she is in the arena.
  - iv. Recrossing the start/finish line after completing the course.
  - v. Excessive use of a bat, crop, whip or rope, as determined by the judge.
- g. In the event of a tie, there will be a run-off using the same course. The competitor declared the winner in the run-off must re-run the pattern within 5 seconds of his/her original time or the run-off must be held again.

## 3. Facilities and Set-up

- a. Whenever possible, starting line markers or electric timers should be placed against the arena wall.
- b. The start/finish line must be clearly marked.
- c. The course must be measured exactly.
- d. Three barrels are set in a triangle, using the following measurements:
  - i. Barrels 1 and 2 are set 27.43m (90') apart and 18.29m (60') from the start/finish line.
  - ii. Barrel 3 is set in the center (as the top of a triangle) 32m (105') away from barrels 1 and 2. See layout diagram.
- e. If the course is too large for the available space, the pattern should be reduced in increments of 4.57m (15') until it fits into the arena. Remember to leave adequate space between barrels and any obstacles. The distance from Barrel 3 to the finish line need not be reduced by these increments if there is sufficient room for the horse to stop.
- f. When measuring the area for the barrel course, remember to leave ample room for horses to complete their turns.
- g. Allow at least 13.77m (25') from the start/finish line to the end of the arena.
- h. Upright poles should mark the start/finish line.



- i. Brightly colored 55 gallon plastic or metal drums may be used



4. Execution of the course—The barrel course may be run either right or left. The instructions are written right.
  - i. At a signal from the starter, the athlete will:
    1. Run barrel number 1, passing to the left of it and completing an approximately 360 degree turn around it.
    2. 2 Go to barrel number 2, passing to the right of it and completing a slightly more than 360 degree turn around it.
    3. Go to barrel number 3, passing to the right of it and completing an approximately 360 degree turn around it.
    4. Then, sprint to the finish line, passing between barrels 1 and 2.